Version of amended claims showing the changes made

1. (once amended)   A computer-readable storage medium storing a program for a video game, which draws an object in a virtual space,
     wherein said program is structured so as to make a computer perform:
     generating a dummy object of said object <u>by duplicating said object</u>;
     determining <u>a first</u> position[s] of said object and <u>a second position of</u> said dummy object so that said dummy object thus generated is positioned behind said object and overlaps only in part with said object when observed from a view point; and
     drawing said object at said <u>first</u> position [thus determined] and drawing said dummy object at said <u>second</u> [determined] position except for an overlapping portion between said object and said dummy object when observed from the view point and <u>wherein the drawing of said dummy object is</u> in a <u>second</u> lightness different from [that] a <u>first</u> lightness of said object<u>, said second lightness being based on said first lightness</u>.

2. (once amended) The computer-readable storage medium according to Claim 1, wherein [in said determination of the positions,] the <u>first</u> position[s] of said object and <u>the second position of</u> said dummy object are determined so that [said generated dummy object is positioned behind said object] when observed from the view point [and so that] there is deviation between a straight line connecting a predetermined reference position of said object and the view point and a straight line connecting the view point and a position in said dummy object corresponding to the predetermined reference position of said object.

3. (once amended) The computer-readable storage medium according to Claim 1, wherein in said drawing, said dummy object <u>is drawn before</u> [and] said object <u>is</u> [are] drawn [at said respective determined positions in the order named].

4. (once amended) The computer-readable storage medium according to Claim 1, wherein in said drawing, a hidden surface removal treatment using a Z buffer is carried out to draw said object at said <u>first</u> [determined] position and draw said dummy object at said second [determined] position and in the lightness different from that of said object.

5. (once amended) The computer-readable storage medium according to Claim 1, wherein in said drawing, <u>the second lightness is higher than the first lightness</u>[object is drawn at said determined position and said dummy object is drawn at said determined position except for the overlapping portion between said object and said dummy object when observed from the view point and in the lightness higher than that of said object].

6. (once amended) A computer-readable storage medium storing a program for a video game, which draws an object comprised of a plurality of polygons,
     wherein said program is structured so as to make a computer perform:

generating a dummy object of said object by duplicating said object;

setting a distance from a view point of each polygon forming said dummy object and said object so that said dummy object thus generated is positioned behind said object and overlaps only in part with said object when observed from the view point; and

drawing each polygon forming said object and drawing each polygon forming said dummy object in a second lightness different from [that] a first lightness of a corresponding polygon of said object, in accordance with a drawing order of said polygons resulting from sequencing of said polygons from the greatest distance from the view point, set in said setting, and wherein the second lightness is based on the first lightness.

7. (once amended) A computer-readable storage medium storing a program for a video game, which draws an object comprised of a plurality of polygons,

wherein said program is structured so as to make a computer perform:

generating a dummy object of said object by duplicating said object;

setting a distance from a view point of each polygon forming said dummy object and said object so that said dummy object thus generated is positioned behind said object and overlaps only in part with said object when observed from the view point; and

drawing a pixel according to a polygon having a distance closest to the view point, set in said setting, out of polygons projectable into said pixel, wherein when the polygon projected into the pixel is a polygon forming said object, said pixel is drawn according to said polygon and wherein when the polygon projected into the pixel is a polygon forming said dummy object, said pixel is drawn in a second lightness different from [that]a first lightness of the corresponding polygon of said object, and wherein the second lightness is based on the first lightness.

8. (once amended) An object drawing method in a video game, which draws an object in a virtual space, said object drawing method comprising:

generating a dummy object of said object by duplicating said object;

determining a first position[s] of said object and a second position of said dummy object so that said dummy object thus generated is positioned behind said object and overlaps only in part with said object when observed from a view point; and

drawing said object at said first position [thus determined] and drawing said dummy object at said second [determined] position except for an overlapping portion between said object and said dummy object when observed from the view point and wherein the drawing of said dummy object is in a second lightness different from [that] a first lightness of said object, said second lightness being based on said first lightness.

9. (once amended) The object drawing method in the video game according to Claim 8, wherein [in said determination of the positions,] the first position[s] of said object and the second position of said dummy object are determined so that [said generated dummy object is positioned behind said object] when observed from the view point [and so that] there is deviation between a straight line connecting a predetermined reference position of said object and the view point and a straight line

connecting the view point and a position in said dummy object corresponding to the predetermined reference position of said object.

10. (once amended) The object drawing method in the video game according to Claim 8, wherein in said drawing, said object is drawn at said first [determined] position after said dummy object is drawn at said second [determined] position [and in the lightness different from that of said object].

11. (once amended) An object drawing method in a video game, which draws an object comprised of a plurality of polygons, said object drawing method comprising:
 generating a dummy object of said object by duplicating said object;
 setting a distance from a view point of each polygon forming said dummy object and said object so that said dummy object thus generated is positioned behind said object and overlaps only in part with said object when observed from the view point; and
 drawing each polygon forming said object and drawing each polygon forming said dummy object in a second lightness different from [that] a first lightness of a corresponding polygon of said object, in accordance with a drawing order of said polygons resulting from sequencing of said polygons from the greatest distance from the view point, set in said setting, and wherein the second lightness is based on the first lightness.

12. (once amended) An object drawing method in a video game, which draws an object comprised of a plurality of polygons, said object drawing method comprising:
 generating a dummy object of said object by duplicating said object;
 setting a distance from a view point of each polygon forming said dummy object and said object so that said dummy object thus generated is positioned behind said object and overlaps only in part with said object when observed from the view point; and
 drawing a pixel according to a polygon having a distance closest to the view point, set in said setting, out of polygons projectable into said pixel, wherein when the polygon projected into the pixel is a polygon forming said object, said pixel is drawn according to said polygon and wherein when the polygon projected into the pixel is a polygon forming said dummy object, said pixel is drawn in a second lightness different from [that] a first lightness of the corresponding polygon of said object, and wherein the second lightness is based on the first lightness.

13. (once amended) A video game apparatus, which comprises
 a computer-readable storage medium storing a program for a video game which draws an object in a virtual space; and
 a computer which reads out at least one part of said program from said recording medium to perform, by reading out at least one of said program from said storage medium,
 generating a dummy object of said object by duplicating said object;
 determining a first position[s] of said object and a second position of said dummy object so that said dummy object thus generated is positioned behind said

object and overlaps only in part with said object when observed from a view point; and

drawing said object at said <u>first</u> position [thus determined] and drawing said dummy object at said <u>second</u> [determined] position except for an overlapping portion between said object and said dummy object when observed from the view point and <u>wherein the drawing of said dummy object is</u> in a <u>second</u> lightness different from [that] a <u>first</u> lightness of said object<u>, said second lightness being based on said first lightness</u>.

14. (once amended) A video game apparatus, which comprises
a computer-readable storage medium storing a program for a video game which draws an object comprised of a plurality of polygons in a virtual space; and
a computer which reads out at least one part of said program from said recording medium to perform, by reading out at least one of said program from said storage medium,
generating a dummy object of said object <u>by duplicating said object</u>;
setting a distance from a view point of each polygon forming said dummy object and said object so that said dummy object thus generated is positioned behind said object and overlaps only in part with said object when observed from the view point; and
drawing each polygon forming said object and <u>drawing</u> each polygon forming said dummy object in a <u>second</u> lightness different from [that] <u>a first lightness</u> of a corresponding polygon of said object, in accordance with a drawing order of said polygons resulting from sequencing of said polygons from the greatest distance from the view point, set in said setting, <u>and wherein the second lightness is based on the first lightness</u>.

15. (once amended) A video game apparatus, which comprises
a computer-readable storage medium storing a program for a video game which draws an object comprised of a plurality of polygons in a virtual space; and
a computer which reads out at least one part of said program from said recording medium to perform, by reading out at least one of said program from said storage medium,
generating a dummy object of said object <u>by duplicating said object</u>;
setting a distance from a view point of each polygon forming said dummy object and said object so that said dummy object thus generated is positioned behind said object and overlaps only in part with said object when observed from the view point; and
drawing a pixel according to a polygon having a distance closest to the view point, set in said setting, out of polygons projectable into said pixel, wherein when the polygon projected into the pixel is a polygon forming said object, said pixel is drawn according to said polygon and wherein when the polygon projected into the pixel is a polygon forming said dummy object, said pixel is drawn in a <u>second</u> lightness different from [that] <u>a first lightness</u> of the corresponding polygon of said object,<u> and wherein the second lightness is based on the first lightness</u>.

16. (once amended) A video game apparatus which draws an object in a virtual space, said apparatus comprising:
a computer; and

a computer-readable storage medium storing a program to be executed by said computer,

wherein said program is structured so as to make said computer perform:

generating a dummy object of said object <u>by duplicating said object</u>;

determining <u>a first</u> position[s] of said object and <u>a second position of</u> said dummy object so that said dummy object thus generated is positioned behind said object and overlaps only in part with said object when observed from a view point; and

drawing said object at said <u>first</u> position [thus determined] and drawing said dummy object at said <u>second</u> [determined] position except for an overlapping portion between said object and said dummy object when observed from the view point and <u>wherein the drawing of said dummy object is</u> in a <u>second</u> lightness different from [that] a <u>first</u> lightness of said object, <u>said second lightness being based on said first lightness</u>.

17. (once amended) A computer program for a video game, which draws an object in a virtual space,

wherein said computer program is structured so as to make a computer perform:

generating a dummy object of said object <u>by duplicating said object</u>;

determining <u>a first</u> position[s] of said object and <u>a second position of</u> said dummy object so that said dummy object thus generated is positioned behind said object and overlaps only in part with said object when observed from a view point; and

drawing said object at said <u>first</u> position [thus determined] and drawing said dummy object at said <u>second</u> [determined] position except for an overlapping portion between said object and said dummy object when observed from the view point and <u>wherein the drawing of said dummy object is</u> in a <u>second</u> lightness different from [that] a <u>first</u> lightness of said object, <u>said second lightness being based on said first lightness</u>.

18. (once amended) A computer program for a video game, which draws an object comprised of a plurality of polygons,

wherein said computer program is structured so as to make a computer perform:

generating a dummy object of said object <u>by duplicating said object</u>;

setting a distance from a view point of each polygon forming said dummy object and said object so that said dummy object thus generated is positioned behind said object and overlaps only in part with said object when observed from the view point; and

drawing each polygon forming said object and <u>drawing</u> each polygon forming said dummy object in a <u>second</u> lightness different from [that] <u>a first lightness</u> of a corresponding polygon of said object, in accordance with a drawing order of said polygons resulting from sequencing of said polygons from the greatest distance from the view point, set in said setting, <u>and wherein the second lightness is based on the first lightness</u>.

19. (once amended) A computer program for a video game, which draws an object comprised of a plurality of polygons,

wherein said computer program is structured so as to make a computer perform:

generating a dummy object of said object <u>by duplicating said object</u>;

setting a distance from a view point of each polygon forming said dummy object and said object so that said dummy object thus generated is positioned behind said object and overlaps only in part with said object when observed from the view point; and

drawing a pixel according to a polygon having a distance closest to the view point, set in said setting, out of polygons projectable into said pixel, wherein when the polygon projected into the pixel is a polygon forming said object, said pixel is drawn according to said polygon and wherein when the polygon projected into the pixel is a polygon forming said dummy object, said pixel is drawn in a <u>second</u> lightness different from [that] <u>a first lightness</u> of the corresponding polygon of said object, <u>and wherein the second lightness is based on the first lightness</u>.